

CENTIPEDE™

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home



AN ENCHANTED MUSHROOM P

LOADING INSTRUCTIONS

TURN OFF your Apple Computer. Insert the Centipede diskette into the main disk drive. (Drive number one).

TURN ON the Apple Computer. If you have an Apple II E computer, make sure that you are in upper case mode by pressing the **CAPS LOCK** key.

In about twenty seconds, Centipede will be running.

Number of Players can be selected from the initial screen. Choose one or two player option.

The game can be played with a joystick or from the keyboard. To select the joystick mode, just press **RETURN** and the game will start in the joystick mode. To select keyboard mode, press the **K** key. The joystick will not work in the keyboard mode. To return to the joystick mode, press the **T** key.

GAME CONTROLS

KEY	GAME FUNCTION
A	Moves bug blaster up
Z	Moves bug blaster down
←	Moves bug blaster left
→	Moves bug blaster right
Space . . .	Blasts bugs and mushrooms
T	Selects joystick mode
K	Selects keyboard mode

To restart the game, it will be necessary to turn the computer off and then on again to reload the program from disk.

PATCH OF YOUR OWN

Imagine that you live in an enchanted mushroom patch filled with **Attacking Centipedes**, **Jumping Spiders**, **Frenzied Fleas** and **Scurrying Scorpions**—each with magical powers. Luckily, you have a bug blaster to fight them off—

Dreaded Bug Blaster

The bug blaster destroys bugs and mushrooms. You start each game with three bug blasters (the number remaining is shown at the top of the screen next to your score.) Press the red button once on your Joystick Controller for a single shot, hold the button down for rapid fire blasting. You'll be awarded an additional bug blaster for each 10,000 points you score, and you can earn up to six bug blasters at any one time.

March of the Centipedes

The Centipedes attack from the top of the TV screen, zig-zagging back and forth each time they bump into a mushroom. The bug blaster destroys the Centipede by blasting each segment separately.

You must destroy each segment of the Centipede before it can reach the bottom of the screen.

Otherwise the Centipede splits into two or more segments and continues down the screen. When an entire Centipede is destroyed, a new one attacks from the top of the screen.

Frenzied Flea

The Frenzied Flea may create more mushrooms wherever he lands, making it difficult to shoot a bug until it is dangerously close. The flea's bite can destroy your bug blaster, too!

Jumping Spider

But wait, there are other dangers. The Jumping Spider, which isn't blocked by mushrooms, can pounce on your bug blaster and destroy it. And when the Spider jumps over a mushroom, that mushroom may magically disappear.

Poisonous Scorpion

The poisonous Scurrying Scorpion can dash across your patch and poison any mushroom just by touching it! When a centipede touches a poisoned mushroom, the Centipede goes insane and heads directly for your bug blaster.

SCORING



1



5



200



100



1000



300
600
900

1 point for each mushroom that is totally obliterated by your flag blaster.

5 points for each mushroom that is partially obliterated or just grazed by a scorpion when your blaster has been destroyed.

100 points for each head segment of the Centipede that you exterminate. (Remember, each time you blast a Centipede apart, each new segment forms a new head worth 100 points.)

200 points for each Fireweed Flower that you destroy with your flag blaster.

1000 points for destroying a Scheming Scorpion at any time during the game.

300 points for annihilating a Jumping Spider at long range.

600 points for destroying a Jumping Spider at medium range.

900 points for blasting a Jumping Spider at close range.

Each time you blast a spider, your point reward will appear on the screen where the spider was blasted.

The high score for each round of games is shown at the top portion of the screen between the scores for each player.

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